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Value Check Task; 4.1.4.9. Task9: The Current Level Check Task; 4.2. Implementation of the Experiment; 5. Experiment Analysis and Results; 5.1. Data Processing and Preparation; 5.2. Data analysis and presentation; 5.2.1. The Logging Task; 5.2.2. The Parameter Null Task; 5.2.3. The Synchronization Task; 5.2.4. The Player Check Task; 5.2.5. The Notify Observers Task; 5.2.6. The Observers Null Task; 5.2.7. The Refresh Constraint Task; 5.2.8. The Label Value Check Task; 5.2.9. The Level Check Task; 5.2.10. Results of the Development Times and Descriptive Statistics; 5.2.11. Statistical Tests on the Results; 5.2.12. Doing a Break-Even Analysis; 5.2.13. Participant Grouping; 6. Discussion; 6.1. Thoughts on Validity; 6.1.1. Internal Validity; 6.2. General Discussion; 7. Related Work; 8. Conclusion; 9. Appendix; 9.1. The questionnaire (German); 9.2. The aspect-oriented task descriptions (German); 10. References

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## Sommario/riassunto

Hauptbeschreibung Aspect-oriented-programming is a relatively new technique that has evolved on top of the already well-established approach of object-oriented programming. When it is used correctly, it promises to remove many redundant parts of a code that appear repeatedly in an application, essentially untangling the original code. Thus, it can lead to a cleaner, more separated software design, to greater modularity and maintainability. Time-savings in software engineering can also be huge cost-savings, and anything that increases software quality is a welcome sight in an industry that in p

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